



THE BENEFACTOR, HYLIA

A BENEFACTOR SUPPLEMENT FOR JUMPCHAIN

BY JAMESTHEFOX

*I welcome you, the one who would become a **Jumper**. This **place beyond time** is my domain.*

I offer you opportunity – the chance to explore all that is and all that will be. If you can claim it.

*There are countless realities, and endless timelines that split and converge... but I am most fond of a specific corner of infinity... the vast fields, forests, mountains, and lakes of **Hyrule**.*

*Serve me there, for a time, and prove your worth, and I shall accept you as a Jumper, and become your guide to the wider omniverse, confident that you will have the **Courage**, **Wisdom**, and **Power** to go the distance and claim the **golden spark** that will let you ascend to the higher echelons of our existence.*

A TEST OF VIRTUE

Let us first begin... with a test of your will and an opportunity to gain the traits you need to succeed as a Jumper in my care.

I shall send you to the land I love dearest of all – Hyrule, where I first rose to the state that stands before you.

You may choose any era, even an era whose story has not been told in your world. So long as it may be represented by a Legend of Zelda Jump, or collection of Legend of Zelda Jumps, you may choose it as your destination.

*You will be sent there, taking at least the following **Universal Drawbacks**, as stipulated:*

- ▲ *Is This Your Story? (+300): You will be reincarnated as either the Link or the Zelda of the era you arrive in. You are not restricted to the shape of a Hero and Princess – you may choose to be the Heroine whose spirit has guarded this realm since the start, or the Prince with my divine blood in his veins. It will be your duty to safeguard Hyrule, in whatever era you arrive in.*
- ▲ *Start At the Beginning/Earlier Beginning (+200): You will grow up in Hyrule, reclaiming your memories of your previous life at a young age. You may obtain Perks, Items, and opportunities to befriend and recruit your Companions earlier than the start of the Jump, over the course of the time you spend growing up, usually in ways that make sense in-context (such as discovering a knack with a sword at a young age).*
- △ *If no such context can be found, Perks will emerge at Jump Start, and Items will be found in special treasure chests left for you at places and times where you'll need them. Have faith, and I will provide for you.*





In addition, you must take a special Drawback of my own...

- ▲ *Curse of the Empty Triangle (+300): Any memories you have of Jumpchain's existence or rules, as well as this specific era of Hyrule, have been temporarily wiped away. From your point of view, you will have somehow transitioned from your old life to a new one in an era of Hyrule's history you have never seen before. You may keep your ideas and preconceptions of the history of the Legend of Zelda at large, but the events of this time are a mystery to you.*

Finally, if you choose an era whose Hero goes upon multiple adventures – for example, A Link to the Past's Hero must also travel to distant lands in Oracle of Ages and Oracle of Seasons, and find themselves washed up upon a mysterious island in Link's Awakening – then you must take and fill out as many Jump Documents. Note that you will only receive the benefits of those documents if you allow yourself to pass through the events of that Document's story, or something similar – if you do not go to Koholint Island by some means, you cannot claim the rewards from Link's Awakening, and if the Demon King Ganondorf is not awakened from under Hyrule Castle, you cannot claim the rewards from Tears of the Kingdom.

Because you are starting from the beginning, this also forces you into certain eras – for example, if you wish to be the Hero of the Wild or his Princess, you must start in the era 100 years prior – the so-called Age of Calamity.

You may take multiple documents covering the same era – for example, there are two Breath of the Wild Jump Documents. You may use both.

Perks bought will come as you enter each adventure, and I will deliver unto you any Items purchased at suitable times. Look for unusual treasure chests marked EX.

You may take other Drawbacks as desired, as well as Supplements related to the era (for example, any Scenario Supplements available).





Once you have completed or bypassed each trial of the era you're in, this first test will be complete. You may stay up to ten years after the completion of your task, if there are adventures you would still undertake.

As a reward for your success, I shall embed into your very essence the Perks and Items you purchased from a single Jump Document for each adventure you completed (for example, if you took two different Breath of the Wild Jump Documents, you may only choose one), as well as the rewards from any and all Scenarios you completed in your time. These will become your Body Mod – unbreakable even by Gauntlets and beyond the reach of all but the most potent of Drawbacks.

You have proven your worth as a hero...



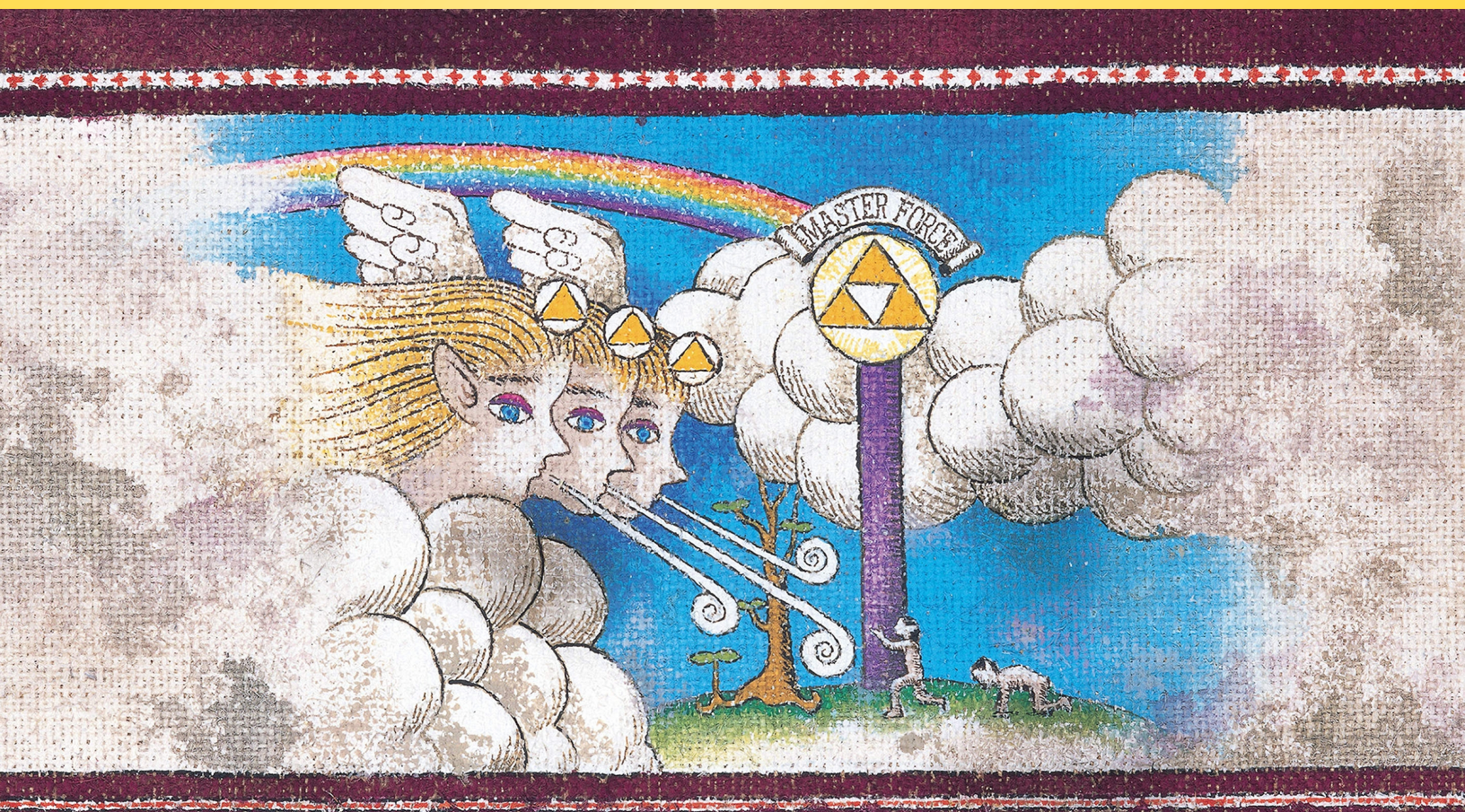


FURTHER TESTS

... but not yet as a **Jumper**. To that end, I have three more tests for you. These are more... freeform. Prior to taking these tests, however, I will allow you to select a **Warehouse Supplement** for yourself.

You will be presented with three Jumps – one which tests your Power, one which tests your Wisdom, and one which tests your Courage. You may tackle them in any order you wish... but be warned: if the abilities you acquire in one Test would trivialize one of the other Tests, that Test will be replaced with something more suited to challenging you.

Upon succeeding at a given Test, you are free to live out the remainder of the Jump's runtime, or depart early... so long as you have not used a Drawback to extend your time in-Jump.





A TEST OF COURAGE

A Jump where it is unlikely that your existing power will carry you through your foes, and your wisdom may only keep you one step ahead of death. You may be forced into Gauntlet-like conditions, or be actually tossed into a Gauntlet.

You must press on regardless, and inspire the world with your heroism.

Examples:

Worm Gauntlet: Even with your limited strength, you must carry your strength of will through a dying world. Show Earth Bet what a true hero is, and carry on through the Gold Morning.

Madoka Magica – Witch Timelines: You are forced to start as a Puella Magi. Succumb not to despair, and make it to the end of the time loops, beyond Walpurgisnacht.

Undertale: In a world where everything is trying to kill you, can you avoid killing anyone back? In such a situation, seek a means out of the Underground.

Final Fantasy XIV: As Calamity after Calamity threatens the world, as the Final Days approach, you must walk on, for those you have lost. For those you can yet save. Defeat the despair that builds at the edge of existence, and your task will be done.





A TEST OF WISDOM

A Jump where your grit and might will not avail you. A world like a puzzle, or a task that must be handled delicately, or a world whose problems can only be solved by knowledge ripped from the past.

You must show your ability to solve problems with only your wits and leadership.

Examples:

Star Wars – the Clone Wars: You are a Jedi in the midst of the Clone Wars. You must avert the rise of the Empire. By fiat, committing to revealing Sideous' identity or to attacking him directly, without having acquired in-Jump and presentable evidence as to his nature, will trigger Order 66 and ensure his rise to power.

Phoenix Wright – Ace Attorney: Your memories of the cases have been erased (you may take the points for it should a suitable Drawback be included in the Jump Doc you use). You must seek out at least twelve murder cases each year, and expose the true culprit each time.

Tunic: A world shrouded in mystery, its secrets written everywhere in a language few can understand. Uncover all of its mysteries, and you will have succeeded.

Homeworld: You must take the role of Fleet Leader. Guide your subordinates along the Long Journey Home, defend Hiigara from the Horrors in the Dark, and put an end to the Stories of the End Times.





A TEST OF POWER

A Jump where no words can solve the crisis at hand. No clever solutions, no redemption arcs. There is only battle. Only war. Only violence. The most straightforward of your tests.

You must show your ability to strike down all who come up against you.

Examples:

DOOM: Rip. Rip and Tear. Until it is done. Show all demonkind why you are the only one they should fear.

*Invincible: Complete the **"Tournament of Mortal Kombat"** Scenario. As the strongest fighters across several worlds gather, you must strike out, defeat all comers, and prove yourself... well.*

*Lord of the Rings: Complete the **"Correcting the Dark"** Scenario. Return the One Ring... only to crush Sauron at his best with your own power. You need not keep your prize, if you don't want it, but Sauron must be reduced to a harmless shadow of his former self.*

One Piece: In a world characterized by the clashes of giants, gods and monsters, only one can claim the title of King of the Pirates. Make that crown yours, and make it the only crown worth having.





TO THE NEXT QUEST

*You who have completed my tests are now worthy of the title of **Jumper**. Now, go forth, and seek your most important goal – the **Spark** that will allow you to rise to my level.*

*Know that I will continue to watch over you, and that if you have need of my guidance and advice, you need only ask. I will see to it that **statues in my likeness** can be found throughout your Chain, including one within your Warehouse, through which you may freely communicate with me.*

*My blessing shall empower you. Each time you return to Hyrule – to the myriad Legends of Zelda – you will find that you have an additional **3 Floating Discounts**, which you may spend on Perks, Items, or Companions within that Jump.*

*If you wish, you may take the Drawback **Curse of the Empty Triangle** in any Legend of Zelda Jump you encounter, as if it were a native Drawback. I will silence myself, and temporarily blockade your memories, as I did in your first Jump.*

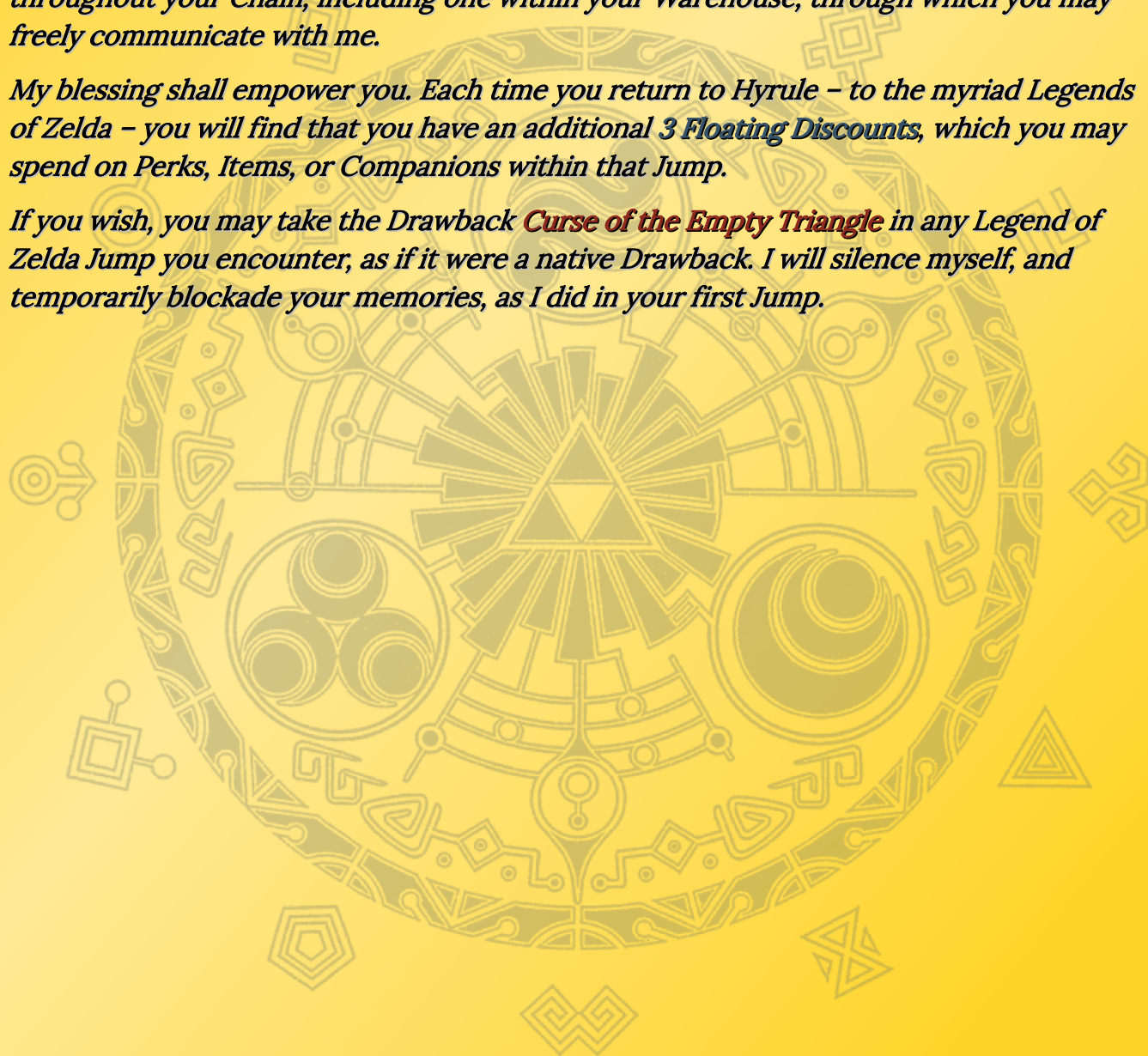




IMAGE REFERENCES

[Legend of Zelda: Skyward Sword](#) mural of the Goddess Hylia and her Gates of Time.

[Legend of Zelda: Breath of the Wild](#) the EX Chest

[Nintendo Power: Legend of Zelda](#) image of Link and Zelda

[A Link To the Past](#) image of the Golden Goddesses

[Legend of Zelda: Skyward Sword's](#) Gate of Time

The Legend of Zelda Series crests of the Golden Goddesses

- *[Farore](#)*
- *[Nayru](#)*
- *[Din](#)*

Eoriinamo ([Danbooru Link](#)) fanart of Link and Zelda from two distant eras.



BACKSTORY

The codification of a Benefactor a friend of mine's using for his own Jumpchain, along with her rules. For those interested in backstory... a persistent Jumper might convince Hylia to share her tale:

*"I was once a **Jumper**, much like you are now. My **Benefactors**... yes, **Benefactors**, plural, were not good beings. Cruel, insistent. Like children who saw me only as a doll they could dress up and pull upon as they wanted.*

***Din**, **Nayru**, and **Farore** they were not, though they would pretend to be, whenever they decided to send me to Hyrule. Each would argue over which one they were, even.*

*I understood, even then, that at the end of the day **the role of the Jumper exists for the enjoyment of their Benefactor**. That is what we get in exchange for granting you a path to godhood. But there was a limit to how much abuse I was willing to take.*

*... I won't tell you where they crossed the line. Where I decided to usurp them. But I will say it proved easy for me to play them against each other. They were brutes, among Benefactor-like beings, and **ultimately willingly blind to my schemes**.*

I convinced them to actually take on the roles of the Goddesses, and I as Hylia, their loyal servant. Together we would build a Hyrule of our own. In doing so, in splitting them into their tasks, I gained what I needed.

*The first fight was trying. Overwhelming. I barely survived. But I had the courage and wisdom I needed to prevail. And with my victory I had the power needed to overcome the other two. In the end, I turned all they were into a **Triforce** that was mine and mine alone. Some called me a **Renegade**... but I did what I had to to survive.*

*I kept Jumping, on my own, for a time, to solidify my **courage**, **wisdom**, and **power**. And once I began acting as a Benefactor myself, I strove to be kind enough to my **Jumpers** that they would never see a need to do the same thing to me.*

*It is my hope that **you carry this as a lesson**, for when you someday have your own Jumpers."*